

## II. AMENDMENT TO THE CLAIMS

Claims 1-82 were originally in this application. Claims 1-82 were cancelled, and Claims 83-127 were added in the previous amendment dated May 27, 2005. Claims 97 & 106 were cancelled, and new claims 128 & 129 were added in the previous amendment dated June 10, 2006. Claim 105 was cancelled, and Claims 83, 84, 88, 96, 100, 109, 110, 111, 114, 115, 116, 126 and 127 were amended in the previous amendment dated November 9, 2007. Claims 83, 100, 111, 119, 126, 127 & 129 have now been amended as follows. Please note that the status identifier "Original" denotes claims that have not been modified from those submitted on June 10, 2006.

1. Cancelled
2. Cancelled
3. Cancelled
4. Cancelled
5. Cancelled
6. Cancelled
7. Cancelled
8. Cancelled
9. Cancelled
10. Cancelled
11. Cancelled
12. Cancelled
13. Cancelled
14. Cancelled
15. Cancelled
16. Cancelled
17. Cancelled
18. Cancelled
19. Cancelled

20. Cancelled
21. Cancelled
22. Cancelled
23. Cancelled
24. Cancelled
25. Cancelled
26. Cancelled
27. Cancelled
28. Cancelled
29. Cancelled
30. Cancelled
31. Cancelled
32. Cancelled
33. Cancelled
34. Cancelled
35. Cancelled
36. Cancelled
37. Cancelled
38. Cancelled
39. Cancelled
40. Cancelled
41. Cancelled
42. Cancelled
43. Cancelled
44. Cancelled
45. Cancelled
46. Cancelled
47. Cancelled
48. Cancelled
49. Cancelled
50. Cancelled

51. Cancelled
52. Cancelled
53. Cancelled
54. Cancelled
55. Cancelled
56. Cancelled
57. Cancelled
58. Cancelled
59. Cancelled
60. Cancelled
61. Cancelled
62. Cancelled
63. Cancelled
64. Cancelled
65. Cancelled
66. Cancelled
67. Cancelled
68. Cancelled
69. Cancelled
70. Cancelled
71. Cancelled
72. Cancelled
73. Cancelled
74. Cancelled
75. Cancelled
76. Cancelled
77. Cancelled
78. Cancelled
79. Cancelled
80. Cancelled
81. Cancelled

82. Cancelled

83. (Currently amended) An electronic game device, having a predefined objective, comprising:

- a housing,
- a playfield that includes a plurality of playing positions, wherein each playing position includes a display that provides a plurality of visual indications, and a keypad switch to activate the playing position,
- a microprocessor to control the operation of the device, and
- a control program executed on the microprocessor that assigns a first set of binary numbers to playing positions on the playfield; routes at least two binary numbers respective to the playing position activated by the player to each other; generates a second set of binary numbers from said first set of binary numbers using a Boolean function, or a lookup table; assigns said second set of binary numbers to displays on the playfield to provide visual indications; and determines when a predefined objective of the game is met.

84. (Previously amended) An electronic game device as recited in claim 83 wherein said keypad switch and display at each playing position are provided by an illuminated keypad switch.

85. (Original) An electronic game device as recited in claim 84 wherein the keypad switch is illuminated using light emitting means.

86. (Original) An electronic game device as recited in claim 85 wherein said light-emitting means is provided using multi-colored light emitting diodes.

87. (Original) An electronic game device as recited in claim 83 wherein said indicator is provided by at least one of a Liquid Crystal Display (LCD) screen, and a Cathode Ray Tube (CRT) screen.

88. (Previously amended) An electronic game device as recited in claim 84, wherein said plurality of visual indications includes at least one illuminated color, and a color reflected from the surface of the display when it is dark.

89. (Original) An electronic game device as recited in claim 87, wherein said plurality of visual indications includes at least one image, and a visual indication resulting from the absence of an image at a playing position.

90. (Original) An electronic game device as recited in claim 83, further comprising means for generating visual and audible effects during game play, and at the conclusion of a game.

91. (Original) An electronic game device as recited in claim 83, further comprising a segment of the control program executed on the microprocessor that provides a plurality of games by varying the assignment of the first set of binary numbers to playing positions.

92. (Original) An electronic game device as recited in claim 83, further comprising means for varying the difficulty level of play.

93. (Original) An electronic game device as recited in claim 83, further comprising a plurality of games stored in a data section of the control program, wherein each game is defined by a different assignment of predefined binary numbers to playing positions.

94. (Original) An electronic game device as recited in claim 93, wherein said plurality of games is in various levels of difficulty.

95. (Original) An electronic game device as recited in claim 83, wherein the shape of said housing is in the form of a three-dimensional configuration, and wherein said plurality of playing positions are mapped on the surface of the three-dimensional configuration.

96. (Previously amended) An electronic game device as recited in claim 83, wherein said control program includes a plurality of segments, and wherein the segment of control program that routes binary numbers to each other includes an algorithm that routes binary numbers assigned to the playing positions at the top, bottom, left, and right of the keypad switch activated by the player, to each other.

97. Cancelled

98. (Original) An electronic game device as recited in claim 83, wherein said first set of binary numbers is generated randomly.

99. (Original) An electronic game device as recited in claim 83, wherein said first set of binary numbers is predefined, and is stored as program data in a data section of the control program.

100. (Currently amended) An electronic game device, having a predefined objective, comprising:

a playfield that includes a plurality of playing positions, wherein each playing position includes a display that provides a plurality of visual indications,

control means for activating any playing position,

a microprocessor to control the operation of the device,

means for assigning a first set of binary numbers to playing positions on the playfield,

means for routing at least two binary numbers respective to the playing position activated by the player to each other,

means for generating a second set of binary numbers from said first set of binary numbers,

means for assigning said second set of binary numbers to displays on the playfield to provide visual indications, and

means for determining if a predetermined objective of the game is met.

101. (Original) An electronic game device as recited in claim 100 further comprising a housing.

102. (Original) An electronic game device as recited in claim 100, further comprising means for generating a plurality of games.

103. (Original) An electronic game device as recited in claim 100, wherein said means for generating a second set of binary numbers employs a Boolean function, or a lookup table.

104. (Original) An electronic game device as recited in claim 101, wherein said control mechanism that activates any playing position includes keypad switches.

105. Cancelled

106. Cancelled

107. (Original) An electronic game device as recited in claim 100, wherein said first set of binary numbers is generated randomly.

108. (Original) An electronic game device as recited in claim 100, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program.

109. (Previously amended) An electronic game device as recited in claim 100, wherein said means for assigning said second set of binary numbers to displays includes an algorithm that employs the dynamic routes of the routing squares on the playfield.

110. (Previously amended) An electronic game device as recited in claim 100, wherein said predetermined objective of the game is to reach a state during which all the indicators produce the same visual indication, and wherein said means for assigning said second set of binary numbers to displays is based on any permutation of assigning the elements of the second set of binary numbers to the displays.

111. (Currently amended) An electronic game device, having a predetermined objective, comprising:

a playfield that includes a plurality of playing positions, wherein each playing position includes a display that provides a plurality of visual indications,

a switch control mechanism to enable a player to select and activate any playing position on the playfield,

a microprocessor to control the operation of the device,

a control program executed on the microprocessor that assigns a first set of binary numbers to playing positions on the playfield, routes at least two binary numbers respective to the playing position activated by the player to each other, generates a second set of binary numbers from said first set of binary numbers using a Boolean function or a lookup table, assigns said second set of binary numbers to displays on the playfield to provide visual indications, and determines if a predetermined objective of the game is met.

112. (Original) An electronic game device as recited in claim 111 further comprising a housing.

113. (Original) An electronic game device as recited in claim 111 further comprising a control program segment that provides a plurality of games by varying the assignment of binary numbers to playing positions on the playfield.

114. (Previously amended) An electronic game device as recited in claim 111, wherein said control program includes a plurality of segments, and wherein the program segment that assigns the second set of binary numbers to displays is based on any permutation of assigning said second set of binary numbers to the displays.

115. (Previously amended) An electronic game device as recited in claim 111, wherein the displays are implemented by light emitting means.



116. (Previously amended) An electronic game device as recited in claim 115, wherein said plurality of visual indications includes at least one illuminated color, and one reflected color when a display is dark.

117. (Original) An electronic game device as recited in claim 115, wherein said light emitting means includes one, or a plurality of light emitting diodes at each playing position.

118. (Original) An electronic game device as recited in claim 117, wherein said plurality of light emitting diodes have different colors.

119. (Currently amended) An electronic game device as recited in claim 111, wherein the [indicators] displays are implemented using at least one of LCD screen, and CRT screen.

120. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a geometric shape in different colors.

121. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes of at least one image, and a visual indication resulting from the absence of an image at a playing position.

122. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a plurality of images.

123. (Original) An electronic game device as recited in claim 111, wherein said first set of binary numbers is generated randomly.

124. (Original) An electronic game device as recited in claim 111, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program.

125. (Original) An electronic game device as recited in claim 111, wherein said housing is in the form of a three-dimensional configuration, and wherein the plurality of playing positions is mapped on the surface of said three-dimensional configuration.

126. (Currently amended) A method for an electronic game device, having a predefined objective, controlled by a microprocessor, having a playfield that includes a plurality of playing positions, wherein each playing position includes a display that provides a plurality of visual indications, and wherein the microprocessor performs the steps of:

- assigning a first set of binary numbers to the playing positions,
- routing [the] at least two binary numbers respective to the playing position activated by the player to each other,
- generating a second set of binary numbers from said first set of binary numbers,
- assigning said second set of binary numbers to displays, and
- determining if a predefined objective of the game is met.

127. (Currently amended) A computer program embedded on a computer readable media, and performing the following steps:

- assigning a first set of binary numbers to playing positions on a playfield,
- routing [the] at least two binary numbers respective to a selected playing position to each other,
- generating a second set of binary numbers from said first set of binary numbers,
- assigning said second set of binary numbers to [indicators] displays associated with playing positions, and
- determining if a predefined objective of the game is met.

128. (Original) An electronic game device as recited in claim 96, wherein said algorithm simulates the operation of a geometric configuration that comprises a plurality of internal routes to route binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route.

129. (Currently amended) An electronic game device as recited in claim 100, wherein said means [to route] for routing at least two binary numbers to each other includes an algorithm that simulates the operation of a geometric configuration that comprises a plurality of internal routes to route the binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route.